

# WALLACE JANE

## CAMEL TRUCKS



<b>INFANTRY SKILL</b>	<b>3</b>
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	SPD	STOP	CBT	TOP
<b>G</b>	6 / 12	+1	+1	+1
<b>ATTACK</b>	+2	0	-3	

ARMOR	SIZE	ACTIONS
8	2	1

### PERKS / FLAWS

Infantry  
Stealth (2)

### SPECIAL RULES

Wallace's technical squad is mounted on Camel Trucks, which are treated as ORVs. Camels have Chain Guns and Stealth (2). No other options may be taken.

NAME	ARC	ACC	RANGE	DAM	TRAITS
CHAINGUN	T	0	2 / 3 / 6 / 12 / 24	x3	RoF4, AI

**TV COST: 50**

## SPECIAL ABILITIES

### 'I can fix that!' (Cost 10 TV):

TAKEN



Any unit with light or heavy damage can come to a stop next to the ORV, which must also be stopped as well, and repair one level of damage. Critical damage cannot be repaired in the field. Destroyed units cannot be repaired.

### Ammo Wagon (Cost 10 TV):

TAKEN



Any unit with a weapon out of ammunition can come to a stop next to the ORV, which must also be stopped, and one weapon system may be reloaded. Either I can fix that! or Ammo Wagon can be used in one turn, but not both.

### Field Salvage (Cost 10 TV):

TAKEN



Each unit destroyed without being overkilled may potentially be repaired after combat. If playing a campaign and Wallace participated in a battle, vehicles destroyed without being overkilled in a battle she participated in have a chance of being salvaged successfully. Make an infantry skill check against a threshold of 4 for each vehicle. If the roll succeeds then the vehicle is repaired for the next battle without having to spend repair points.

